Meeting Agenda 13/3

Location: Idegr4 (Grupprum i Idégränd)
Date: 13/3 2012
Time: 13:15 - 16:35
Facilitator: *Linus Karlsson*
Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives (5 min)

   To come up with an idea for a game, and its features. To get a understanding of what needs to be done, and to distribute the work.

2. **NA**
3. **NA**
4. **NA**
5. Discussion items (35 min)

   Game:
   a) What kind of game do we want to create?
   We discussed for a while and after many different ideas we decided to make a Tetris inspired game, but to take it to a new level. Instead of moving the blocks, you move a cannon and fire laser at the blocks to shape them in a way so that they fill the bottom.
   b) Come up with a good code design and figure out what classes needs to be done, and arrange the methods in a way.
   c) We chose it because we liked the idea of turning Tetris into a whole new game.

6. Outcomes and assignments (5 min)
   o Kara finishes section 1.2 and 1.3 of RAD.
   o Andreas starts sketching a paper prototype.
   o Linus finishes non-functional requirements in RAD.
   o Magnus finishes RAD's sections 1.4 and 1.5

   Everyone can read a bit about the framework Slick and its classes.

7. Wrap up
   a. **NA**
   b. Next meeting will take place Thursday 15/3 2012